

What is Claimed:

1. A system for transport agnostic pull mode messaging comprising:
 - a first client for sending a first message to a first adapter using a first communication protocol, receiving a response from the first adapter using the first communication protocol indicating that the first message was received, and resending the first message to the first adapter using the first communication protocol if the response from the adapter is not received within a predetermined time period;
 - a first adapter for receiving the first message and sending the response to the first client using the first communication protocol indicating that the first message was received, generating a second message based on the first message, and sending the second message to a server engine using a second communication protocol;
 - a server engine for executing at least one instruction based on the second message; and
 - a message storage for storing data associated with the second message.
2. The system of claim 1, further comprising:
 - a second client for receiving a third message from a second adapter using a third communication protocol; and
 - a second adapter for receiving a fourth message from the server engine using the protocol, generating a third message based on the fourth message, and sending the third message to a second client using a third communication protocol.
3. The system of claim 1, wherein the at least one instruction comprises an instruction for storing data associated with the second message in a storage device.
4. The system of claim 3, wherein one of the server engine and the adapter determines if the second message is a duplicate message already stored, and if so, rejects the second message; and otherwise, determines an endpoint associated with the message, and stores the message in a queue corresponding to the endpoint.
5. The system of claim 3, wherein the storage device comprises a queue associated with an endpoint.
6. The system of claim 5, wherein the endpoint is associated with the first client.
7. The system of claim 5, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.
8. The system of claim 1, wherein the at least one instruction comprises an instruction for retrieving additional messages from a storage device, and sending the additional messages to an endpoint.
9. The system of claim 8, wherein the endpoint is associated with the first client.

10. The system of claim 8, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.
11. The system of claim 1, wherein the first client generates the first message prior to sending the first message, the first message comprising a unique message identifier.
12. The system of claim 1, wherein the first adapter or the server engine determines if the received first message is a duplicate of an already received message.
13. The system of claim 1, wherein the first client device generates a first client device specific unique identifier corresponding to the first message, stores the first client specific identifier, and sends the client specific identifier along with the first message to the first adapter.
14. The system of claim 1, wherein the response comprises a first client specific unique message identifier, and the first client verifies that the received first client specific identifier corresponds to a stored first client specific identifier.
15. The system of claim 1, wherein the first communication protocol is different from the second communication protocol.
16. The system of claim 2, wherein the second communication protocol is different from the third communication protocol.
17. The system of claim 2, wherein the third communication protocol is different from the first communication protocol.
18. A method for transport agnostic pull mode messaging comprising:
 - sending a first message from a client to a corresponding adapter using a first communication protocol;
 - receiving the first message at the adapter;
 - sending a response from the adapter to the client using the first communication protocol indicating that the first message was received;
 - receiving the response at the client;
 - resending the first message from the client to the adapter if the response from the adapter is not received at the client within a predetermined time period;
 - generating a second message at the adapter based on the first message;
 - sending the second message from the adapter to the server engine using a second communication protocol; and
 - executing at least one instruction at the server engine based on the second message.
19. The method of claim 18, wherein the first communication protocol is different from the second communication protocol.

20. The method of claim 18, wherein executing the at least one instruction comprises storing data associated with the second message in a storage device.
21. The method of claim 20, wherein storing the data in the storage device comprises: determining if the second message is a duplicate message already stored; rejecting the second message if it is a duplicate; determining an endpoint associated with the message; and storing the message in a queue corresponding to the endpoint.
22. The method of claim 20, wherein the storage device comprises a queue associated with an endpoint.
23. The method of claim 22, wherein the endpoint is associated with the client.
24. The method of claim 22, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.
25. The method of claim 18, wherein executing the at least one instruction comprises retrieving additional messages from a storage device, and sending the additional messages to an endpoint.
26. The method of claim 25, wherein the endpoint is associated with the client.
27. The method of claim 25, wherein the endpoint is associated with at least one of a user, a client, and an application different from the client.
28. The method of claim 18, further comprising generating the first message prior to sending the first message, the first message comprising a unique message identifier.
29. The method of claim 18, further comprising determining at the adapter or the server engine if the received first message is a duplicate of an already received message.
30. The method of claim 18, wherein sending the first message from the client to the adapter comprises:
 - generating a client specific unique identifier corresponding to the first message;
 - storing the client specific identifier; and
 - sending the client specific identifier along with the first message to the adapter .
31. The method of claim 18, wherein the response comprises a client specific unique message identifier, and further comprising verifying the received client specific identifier corresponds to a stored client specific identifier.